

In the claims

Please enter rewritten claims 1, 2, 5, 7, 13, 14, 20, 21, 26, 28, 29, 31-37, 40, 42, 43, 45-48, 50-53, 60, and 61. A list showing the status of all claims presented in application serial number 09/967,055 follows.

5 1. (currently amended) A gaming bonus device for use in a gaming system, comprising:

- 5b 1.7
- a. a primary gaming device randomly generating a bonus qualifying event; and
- b. a bonus game acting in response to the bonus qualifying event, which generates and displays at least one ~~binary symbol~~ outcome, the bonus game comprising two possible symbols that may be displayed, each outcome determined by the symbol that
- 10 is displayed, the outcome entitling a player to a predefined payout ~~issued to a player~~ when the player wins depending upon a number of similar binary symbol outcomes displayed.
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2. (currently amended) A gaming bonus device according to claim 1, wherein the ~~binary symbol~~ outcomes are determined by ~~comprise~~ three spinning coins, each having a head and a tail side, which are selectively spun and shown.

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3. (original) A gaming bonus device according to claim 2, including a multiplier random generator associated with the bonus game, which automatically selects a multiplier for the payout

20 issued to a player when the player wins.

4. (original) A gaming bonus device according to claim 3, including a large quarter sign with a changing display to entertain the player during the game.

5. (currently amended) A gaming bonus device according to claim 2, including an input device that allows the player an opportunity to select one of the two possible symbols as defining a winning outcome.

5 6. (original) A gaming bonus device according to claim 1, wherein the bonus game comprises a random number computer generator activating three display modes on a computer display screen.

7. (currently amended) A gaming bonus method for use in a gaming system comprising:

(A) allowing a player to play a game;

(B) producing a predefined bonus qualifying event; and

(C) activating a bonus game acting in response to the bonus qualifying event to generate

5 and display three ~~either/or binary~~ outcomes, each based on two possible symbols,

entitling the player to a predefined payout ~~issued to the player when the player wins~~

depending upon the number of similar binary outcomes displayed.

B1 8. (original) A gaming bonus method according to claim 7, wherein the bonus game

10 comprises three spinning coins, each having a head and a tail face, which are associated with the

primary gaming device and selectively spun.

9. (original) A gaming bonus method according to claim 8, including a multiplier random

generator associated with the bonus game, which automatically selects a multiplier for the payout

15 issued to a player when the player wins.

10. (original) A gaming bonus method according to claim 9, including a large quarter sign

with a changing display to entertain the player during the game.

20 11. (original) A gaming bonus method according to claim 8, including a delay activated

switch, which allows a player the opportunity to activate the bonus game before it is

automatically activated.

B. 12. (original) A gaming bonus method according to claim 7, wherein the bonus game comprises a random number computer generator activating three display modes on a computer display screen.

13. (currently amended) A bonus gaming device for playing a bonus game by a player, comprising:

(A) a primary game that randomly generates a bonus qualifying event;

(B) a bonus game communicated with the primary game, the bonus game being configured to generate a plurality of ~~either/or binary symbol~~ outcomes based on two possible symbols;

(C) a selector button communicated with the bonus game, the selector button being configured to allow the player to select at least one of the ~~either/or binary symbol~~ ~~outcomes~~ symbols as a winning outcome; and

(D) the bonus game displaying the ~~either/or binary symbol outcomes~~ symbols and calculating a payout based upon the number of ~~binary symbol~~ outcomes that match the ~~winning outcome symbol~~ selected by the player.

14. (currently amended) The gaming device according to claim 13, wherein the plurality of ~~either/or binary~~ outcomes are determined by is three spinning coins each having a head side and a tail side.

15. (original) The gaming device according to claim 13, wherein a multiplier random number generator selects a multiplier to increase the pay out to be awarded.

16. (original) The gaming device according to claim 14, wherein the three spinning coins are displayed on a video screen.

17. (original) The gaming device according to claim 13, wherein the bonus game automatically selects a winning outcome.

18. (original) The gaming device according to claim 13, further comprising a changing sign display to entertain the player during the bonus game.

19. (original) The gaming device according to claim 18, wherein the changing sign display is a quarter.

20. (currently amended) A method of playing a bonus game comprising:

(A) allowing a player to play a primary game;

(B) generating a bonus qualifying event, the primary game generating the bonus qualifying event;

(C) starting a bonus game in response to the bonus qualifying event, the bonus game communicated with the primary game;

(D) selecting ~~an either/or binary symbol outcome~~ one of two possible symbols as a winning outcome;

(E) generating a plurality of ~~either/or binary symbol outcomes~~ based on the two possible symbols;

(F) displaying the plurality of ~~either/or binary symbol outcomes~~; and

(G) determining a payout based upon the selected winning outcome.

21. (currently amended) The method of playing a bonus game according to claim 20, wherein the plurality of ~~either/or binary outcomes~~ based on two possible symbols are determined by three spinning coins each having a head side and a tail side.

22. (original) The method of playing a bonus game according to claim 21, wherein the three spinning coins are displayed on a video screen.

23. (original) The method of playing a bonus game according to claim 20, further comprising: selecting a multiplier to increase the pay out to be awarded.

24. (original) The method of playing a bonus game according to claim 20, further comprising a changing sign display to entertain the player during the bonus game.

25. (original) The gaming device according to claim 24, wherein the changing sign display is

5 a quarter.

31 26. (currently amended) The gaming device according to claim 20, wherein the ~~either/or~~
~~binary symbol~~ outcomes are generated by a secondary ~~binary outcome~~ random number
generator.

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27. (original) The gaming device according to claim 23, wherein the multiplier is generated by
a multiplier random generator.

28. (currently amended) A bonus gaming device for playing a bonus game by a player, comprising:

(A) a primary gaming device, the primary gaming device being configured to allow a player to play a game;

(B) a bonus gaming device, the bonus gaming device being configured to generate a plurality of ~~either/or binary symbol~~ outcomes based on the display of one of two possible symbols, the bonus gaming device being configured to award a prize based upon the number of ~~binary symbol~~ outcomes that match a winning outcome;

(C) an input device in communication with the bonus gaming device, the input device being configured to allow the player to select at least one of the two possible symbols as determining a ~~outcomes as the~~ winning outcome; and

(D) a display configured to display the ~~either/or binary symbol~~ outcomes.

29. (currently amended) The gaming device according to claim 28, wherein the plurality of ~~either/or binary~~ outcomes are determined by is three spinning coins each having a head side and a tail side.

30. (original) The gaming device according to claim 28, wherein the prize is multiplied by a multiplier.

31. (currently amended) A method of playing a bonus game comprising:

(A) playing a primary game;

(B) generating a bonus qualifying event on the primary game;

(C) starting a bonus game;

5 (D) selecting a winning outcome;

(E) generating a plurality of ~~binary~~ outcomes based on two possible symbols;

(F) displaying the ~~plurality of binary~~ outcomes; and

31 (G) awarding a prize based upon the number of ~~binary~~ outcomes that match the selected winning outcome.

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32. (currently amended) The method of playing a bonus game according to claim 31, wherein the plurality of ~~binary~~ outcomes are determined by three spinning coins each having a head side and a tail side.

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33. (currently amended) The method of playing a bonus game according to claim 32, wherein the winning outcome is comprises either the head side or the tail side.

34. (currently amended) The method of playing a bonus game according to claim 31, further comprising \div multiplying the prize by a multiplier.

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35. (currently amended) A method of playing a game, comprising:

- (A) allowing a player to play a game;
- (B) if a predefined event occurs, generating a plurality of ~~binary~~ outcomes determined
5 by the display of one of two possible symbols; and
- (C) if the plurality of ~~binary~~ outcomes is a predefined prize winning combination,
awarding a prize to a player.

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36. (currently amended) The method of playing a game according to claim 35, further
10 comprising \div multiplying the prize by a multiplier.

37. (currently amended) The method of playing a game according to claim 35, wherein the
plurality of ~~binary~~ outcomes are determined by three spinning coins each having a head side and
a tail side.

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38. (original) The method of playing a game according to claim 37, wherein the prize-winning
combination is either the head side or the tail side.

39. (original) The method of playing a game according to claim 35, wherein the player is
20 allowed to select the prize-winning combination.

40. (currently amended) A method of playing a game by a player, the method comprising:

(A) allowing the player to play the game, the game awarding a prize to the player;

(B) allowing the player to select between receiving the prize or multiplying the prize by

an unknown multiplier to obtain a second prize;

(C) awarding the prize to the player, if the player selects to receive the prize;

(D) allowing the player to select one of two ~~binary outcomes~~ possible symbols resulting

in a player selected binary outcome, if the player selects to multiply the prize by the unknown multiplier;

(E) ~~selecting~~ determining at least one ~~binary outcome~~ based on the display of one of the two possible symbols;

(F) displaying the ~~binary~~ outcome to the player;

(G) determining the multiplier, the multiplier being proportional to the number of ~~binary~~ outcomes matching the ~~binary outcome~~ symbol the player selected;

(H) multiplying the prize by a multiplier to obtain the second prize; and

(I) awarding the second prize to the player.

41. (original) The method of playing a game according to claim 40 wherein after the second prize has been awarded, the player is allowed to repeat selecting between receiving the second prize or multiplying the second prize by an unknown multiplier to obtain a third prize.

42. (currently amended) The method of playing a game according to claim 40 further comprising ~~-(a)~~ allowing the player to select between receiving the second prize or multiplying the second prize by an unknown multiplier to obtain another prize.

43. (currently amended) A method of playing a game by a player, the method comprising:

(a) allowing the player to play a game, the game awarding a prize to the player;

(b) allowing the player to select between receiving the prize or multiplying the prize by an unknown multiplier to obtain a second prize;

(c) awarding the prize to the player, if the player selects to receive the prize;

(d) allowing the player to select one of two ~~binary outcomes~~ possible symbols resulting in a player selected ~~binary~~ outcome, if the player selects to multiply the prize by the unknown multiplier;

(e) ~~selecting~~ determining at least one ~~binary outcome~~ based on the display of one of the two possible symbols;

(f) displaying the ~~binary~~ outcome to the player;

(g) determining the multiplier, the multiplier being equal to a first predefined number if the ~~binary~~ outcome is the same as the selected ~~binary outcome~~ symbol, the multiplier being equal to a second predefined number if the ~~binary~~ outcome is different than the selected ~~binary outcome~~ symbol;

(h) multiplying the prize by the first or second predefined number to obtain the second prize; and

(i) awarding the second prize to the player.

44. (original) The method of playing a game according to claim 43 wherein after the second prize has been awarded, the player is allowed to repeat selecting between receiving the second prize or multiplying the second prize by an unknown multiplier to obtain a third prize.

45. (currently amended) The method of playing a game according to claim 43 further comprising ~~-(a)~~ allowing the player to select between receiving the second prize or multiplying the second prize by an unknown multiplier to obtain another prize.

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46. (currently amended) A gaming bonus device for use in a gaming system, comprising:

a. a primary gaming device randomly generating a bonus qualifying event; and

b. a bonus game acting in response to the bonus qualifying event, which generates

and displays a ~~binary symbol outcome~~ an outcome based on the display of one of

two possible symbols, the bonus game allowing a player to select a winning

~~binary outcome symbol~~, the bonus game awarding a prize to the player when the

~~binary symbol outcome~~ matches the ~~winning binary outcome~~ symbol selected by

the player.

47. (currently amended) The gaming bonus device according to claim 46, wherein the ~~binary symbol outcome~~ is determined by a spinning coin having a head and a tail side.

48. (currently amended) The gaming bonus device according to claim 46, wherein the bonus game generates a bonus in response to the bonus qualifying event, the bonus game further generating a multiplier when the ~~binary symbol outcome~~ matches the ~~winning binary outcome symbol~~ selected by the player.

49. (original) The gaming bonus device according to claim 48, wherein the prize is equal to the bonus multiplied by the multiplier.

50. (currently amended) A gaming bonus method for use in a gaming system comprising:

(A) allowing a player to play a game;

(B) producing a predefined bonus qualifying event;

(C) allowing the player to select ~~a winning binary outcome~~ one of two possible symbols; and

(D) activating a bonus game acting in response to the bonus qualifying event to generate and display at least one ~~binary outcome~~ based on the two possible symbols.

51. (currently amended) The gaming bonus method according to claim 50, further comprising :

(A) generating a multiplier when the ~~winning binary outcome~~ symbol selected by the player matches the ~~generated binary~~ outcome.

52. (currently amended) The gaming bonus method according to claim 51, further comprising:

(A) multiplying the multiplier by a bonus to obtain a total prize.

53. (currently amended) The gaming bonus method according to claim 52, further comprising :

(A) awarding the total prize.

54. (original) The gaming bonus method according to claim 40, wherein a consolation prize is awarded if the multiplier is equal to zero.

55. (original) The gaming bonus method according to claim 43, wherein a consolation prize is awarded if the multiplier is equal to zero.

56. (original) The gaming bonus method according to claim 48, wherein a consolation prize is awarded if the multiplier is equal to zero.

5 57. (original) The gaming bonus method according to claim 52 wherein a consolation prize is awarded if the multiplier is equal to zero.

58. (original) The gaming bonus method according to claim 41 wherein a progressive jackpot is awarded if the player repeats the selection for the multiplier a predetermined number of times.

59. (original) The gaming bonus method according to claim 43 wherein a progressive jackpot is awarded if the player repeats the selection for the multiplier a predetermined number of times.

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60. (currently amended) The gaming bonus method according to claim 58 wherein the amount of the progressive jackpot is proportional to the number of ~~correctly selected binary~~ outcomes matching the symbol selected by the player.

61. (currently amended) The gaming bonus method according to claim 59 wherein the amount of the progressive jackpot is proportional to the number of ~~correctly selected binary~~ outcomes matching the symbol selected by the player.

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